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1 Point-based computer graphics



Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: [pdf\(8.94 MB\)](#)Additional Information: [full citation](#), [abstract](#), [cited by](#)**Bibliometrics:** Downloads (6 Weeks): 12, Downloads (12 Months): 504, Citation Count: 3

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research ...

2 A gentle introduction to bilateral filtering and its applications

Sylvain Paris

August 2007 SI GGRAPH '07: ACM SIGGRAPH 2007 courses

Publisher: ACM

Full text available:  pdf(27.35 MB)  mov(100:20)
[MIN]

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 38, Downloads (12 Months): 476, Citation Count: 0

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH conference (c) 2001, Association for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/383259.383310> - Fast bilateral filtering for the display of high-dynamic-range ...

3 Data clustering: a review

A. K. Jain, M. N. Murty, P. J. Flynn

September ACM Computing Surveys (CSUR), Volume 31 Issue 3
1999

Publisher: ACM

Full text available:  pdf(636.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
[index terms](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 271, Downloads (12 Months): 3047, Citation Count: 256

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning

4 A survey of methods for recovering quadrics in triangle meshes

Sylvain Petitjean

June ACM Computing Surveys (CSUR), Volume 34 Issue 2
2002

Publisher: ACM

Full text available:  pdf(3.91 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 273, Citation Count: 10

In a variety of practical situations such as reverse engineering of boundary representation from depth maps of scanned objects, range data analysis, model-based recognition and algebraic surface design, there is a need to recover the shape of visible ...

Keywords: Data fitting, geometry enhancement, local geometry estimation, mesh fairing, shape recovery

5 Facial modeling and animation



Jörg Haber, Demetri Terzopoulos

August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: pdf(18.15 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 984, Citation Count: 0

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed ...

6 Empathic painting: interactive stylization through observed emotional state



Maria Shugrina, Margrit Betke, John Collomosse

June NPAR '06: Proceedings of the 4th international symposium on Non-2006 photorealistic animation and rendering

Publisher: ACM

Full text available: pdf(75.68 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 130, Citation Count: 0

We present the "empathic painting" --- an interactive painterly rendering whose appearance adapts in real time to reflect the perceived emotional state of the viewer. The empathic painting is an experiment into the feasibility of using high level control ...

Keywords: FACS, animation, emotion, painterly rendering

7 A morphable model for the synthesis of 3D faces

Volker Blanz, Thomas Vetter

July SIGGRAPH '99: Proceedings of the 26th annual conference on Computer 1999 graphics and interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(2.76 MB)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 36, Downloads (12 Months): 499, Citation Count: 124

Keywords: computer vision, facial animation, facial modeling, morphing, photogrammetry, registration

8 Hierarchical parsing and recognition of hand-sketched diagrams

 Levent Burak Kara, Thomas F. Stahovich
October 2004 UIST '04: Proceedings of the 17th annual ACM symposium on User interface software and technology

Publisher: ACM

Full text available:  pdf(420.41)


Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
[index terms](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 112, Citation Count: 5

A long standing challenge in pen-based computer interaction is the ability to make sense of informal sketches. A main difficulty lies in reliably extracting and recognizing the intended set of visual objects from a continuous stream of pen strokes.
Existing ...

Keywords: Simulink, pen computing, pnns, sketch understanding, symbol recognition, visual parsing

9 Hierarchical parsing and recognition of hand-sketched diagrams

 Levent Burak Kara, Thomas F. Stahovich
August 2007 SIGGRAPH '07: ACM SIGGRAPH 2007 courses

Publisher: ACM

Full text available:  pdf(318.42)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 152, Citation Count: 0

A long standing challenge in pen-based computer interaction is the ability to make sense of informal sketches. A main difficulty lies in reliably extracting and recognizing the intended set of visual objects from a continuous stream of pen strokes.
Existing ...

Keywords: SimuSketch, pen computing, simulink, sketch understanding, symbol recognition, visual parsing

10 Modeling human performance of pen stroke gestures

 Xiang Cao, Shumin Zhai
April 2007 CHI '07: Proceedings of the SIGCHI conference on Human factors in computing systems

Publisher: ACM

Full text available:  pdf(556.78)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 25, Downloads (12 Months): 336, Citation Count: 0

This paper presents a quantitative human performance model of making single-stroke pen gestures within certain error constraints in terms of production time. Computed from the properties of Curves, Line segments, and Corners (CLC) in a gesture stroke, ...

Keywords: experimental study, pen input, pen stroke gestures

11 Endpoint prediction using motion kinematics

 Edward Lank, Yi-Chun Nikko Cheng, Jaime Ruiz
April CHI '07: Proceedings of the SIGCHI conference on Human factors in
2007 computing systems

Publisher: ACM

Full text available:  pdf(9.64
MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 257, Citation Count: 0

Recently proposed novel interaction techniques such as cursor jumping [1] and target expansion for tiled arrangements [13] are predicated on an ability to effectively estimate the endpoint of an input gesture prior to its completion. However, current ...

Keywords: Fitts' Law, cursor prediction, kinematics, minimum jerk, motion

12 Stylized video cubes

 Allison W. Klein, Peter-Pike J. Sloan, Adam Finkelstein, Michael F. Cohen
July SCA '02: Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on
2002 Computer animation

Publisher: ACM

Full text available:  pdf(1.56
MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 41, Citation Count: 9

We present a new set of non-photorealistic rendering (NPR) tools for processing video. Our approach is to treat the video as a space-time volume of image data. Previous tools to process video for an impressionist effect have painted collections of two-dimensional ...

13 Stylization and abstraction of photographs

Doug DeCarlo, Anthony Santella

July 2002 SI GRAPH '02: Proceedings of the 29th annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available:  pdf(2.47 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 204, Citation Count: 30

Good information design depends on clarifying the meaningful structure in an image. We describe a computational approach to stylizing and abstracting photographs that explicitly responds to this design goal. Our system transforms images into a line-drawing ...

Keywords: eye-tracking, image simplification, non-photorealistic rendering, visual perception

14 Stylization and abstraction of photographs

Doug DeCarlo, Anthony Santella

July 2002 ACM Transactions on Graphics (TOG), Volume 21 Issue 3

Publisher: ACM

Full text available:  pdf(2.47 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 204, Citation Count: 30

Good information design depends on clarifying the meaningful structure in an image. We describe a computational approach to stylizing and abstracting photographs that explicitly responds to this design goal. Our system transforms images into a line-drawing ...

Keywords: eye-tracking, image simplification, non-photorealistic rendering, visual perception

15 Curvature-Based Transfer Functions for Direct Volume Rendering: Methods and Applications

Gordon Kindlmann, Ross Whitaker, Tolga Tasdizen, Torsten Moller

October 2003 VIS '03: Proceedings of the 14th IEEE Visualization 2003 (VIS'03)

2003

Publisher: IEEE Computer Society

Full text available:  pdf(464.05 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 98, Citation Count: 8

Direct volume rendering of scalar fields uses a transfer function to map locally measured data properties to opacities and colors. The domain of the transfer function is typically the one-dimensional space of scalar data values. This paper advances the ...

Keywords: volume rendering, implicit surface curvature, convolution-based differentiation, non-photorealistic rendering, surface processing, uncertainty visualization, flowline curvature

16 DAB: interactive haptic painting with 3D virtual brushes



Bill Baxter, Vincent Scheib, Ming C. Lin, Dinesh Manocha

August 2001 SIGGRAPH '01: Proceedings of the 28th annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available: pdf(10.82 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 73, Citation Count: 24

We present a novel painting system with an intuitive haptic interface, which serves as an expressive vehicle for interactively creating painterly works. We introduce a deformable, 3D brush model, which gives the user natural control of complex brush ...

Keywords: Human Computer Interaction, deformable brush model, haptics, painting systems

17 DAB: interactive haptic painting with 3D virtual brushes



Bill Baxter, Vincent Scheib, Ming C. Lin, Dinesh Manocha

July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Courses

Publisher: ACM

Full text available: pdf(464.97 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 156, Citation Count: 0

We present a novel painting system with an intuitive haptic interface, which serves as an expressive vehicle for interactively creating painterly works. We introduce a deformable, 3D brush model, which gives the user natural control of complex brush ...

Keywords: deformable brush model, haptics, human computer interaction, painting systems

18 A continuous clustering method for vector fields

H. Garcke, T. Preußer, M. Rumpf, A. Telea, U. Weikard, J. van Wijk
October VIS '00: Proceedings of the conference on Visualization '00
2000

Publisher: IEEE Computer Society Press

Full text available:  pdf(1.64 MB)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 43, Citation Count: 1

19 Abstracted painterly renderings using eye-tracking data

 Anthony Santella, Doug DeCarlo

June NPAR '02: Proceedings of the 2nd international symposium on Non-
2002 photorealistic animation and rendering

Publisher: ACM

Full text available:  pdf(2.23 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 61, Citation Count: 4

When used by artists, manual interfaces for painterly rendering can yield very satisfying abstract transformations of images. Automatic techniques produce interesting paintings as well, but can only recast pictures in a different style without performing ...

Keywords: automatic painting, eye-tracking, image simplification, perceptual model

20 Real-time hatching

 Emil Praun, Hugues Hoppe, Matthew Webb, Adam Finkelstein

August SIGGRAPH '01: Proceedings of the 28th annual conference on Computer
2001 graphics and interactive techniques

Publisher: ACM

Full text available:  pdf(6.06 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 90, Citation Count: 44

Drawing surfaces using hatching strokes simultaneously conveys material, tone, and form. We present a real-time system for non-photorealistic rendering of hatching strokes over arbitrary surfaces. During an automatic preprocess, we construct a sequence ...

Keywords: chicken-and-egg problem, line art, multitexturing, non-photorealistic rendering

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